



Unified Process Lifecycle

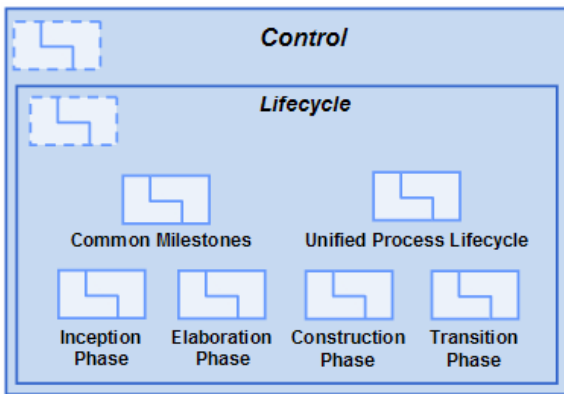
An agile, scalable way to control and track software development projects

Use this practice to establish control over the lifecycle of an iterative development project.

This practice allows teams to:

- Establish a lifecycle for the project.
- Share a set of common milestones with other projects and teams.
- Identify short-term objectives to reduce the levels of risk they face.
- Structure the plans into a sequence of well understood phases.
- Take full advantage of the benefits of iterative development.

Lifecycle Patterns

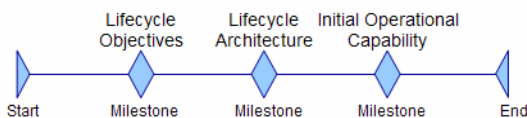


This practice contains a set of effective lifecycle patterns, that, when applied on the project, help the team to:

- Understand where the project is, and how well they are doing in addressing the risks.
- Adopt a standard control framework to guide them in establishing appropriate objectives and milestones.
- Iterate in a controlled manner.
- Balance the evolution of their architecture and requirements alongside the development of a high quality software solution.

The Common Milestones

This pattern defines a set of milestones, or way points, suitable for the planning and tracking of all styles of iterative and incremental software development projects. The three main milestones are shown below.



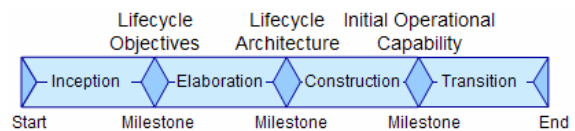
The pattern describes these three milestones for each product release cycle as follows:

- *Lifecycle Objectives (LCO)* – key decisions are made for what will and will not be in the product release. The operational requirements of the software are agreed.
- *Lifecycle Architecture (LCA)* – the software architecture is established and major associated risks are resolved.

- *Initial Operational Capability (IOC)* – the software is fully functional and preparations are made for transitioning the software to the customer and/or the live operating environment.

The Lifecycle Phases

The practice refines the Common Milestones pattern by defining four project phases to progress a project successfully through the three common milestones.

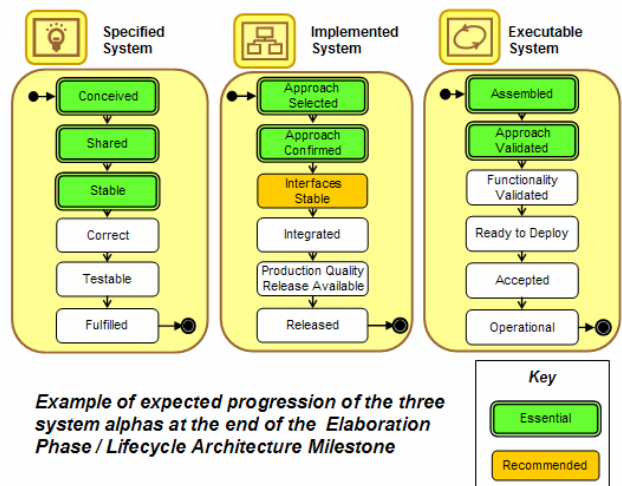


The project or product release cycle is divided into four sequential phases, each of which has well defined objectives as follows:

- *Inception* - Confirm the scope and objectives and bring the business risks under control.
- *Elaboration* - Stabilize the plans and bring the architectural and technical risks under control.
- *Construction* - Build the product and bring the logistical, project execution risks under control.
- *Transition* - Deliver the product and bring the rollout risks under control.

Controlled Alpha Evolution

By applying these phase and milestone patterns, the project can control the evolution of the main alphas, as shown in the example below.



Example of expected progression of the three system alphas at the end of the Elaboration Phase / Lifecycle Architecture Milestone

